

PATENT APPLICATION TRANSMITTAL LETTER

(Small Entity)

Docket No.

IP-354A

TO THE ASSISTANT COMMISSIONER FOR PATENTS

Transmitted herewith for filing under 35 U.S.C. 111 and 37 C.F.R. 1.53 is the patent application of:

KATHLEEN O. JOHNSON PRILLERMAN

For:

CARD GAMES

Enclosed are:

- ☒ Certificate of Mailing with Express Mail Mailing Label No. **EK065357508US**
- ☒ 5 sheets of drawings.
- ☐ A certified copy of a _____ application.
- ☒ Declaration ☒ Signed. ☐ Unsigned.
- ☒ Power of Attorney
- ☐ Information Disclosure Statement
- ☐ Preliminary Amendment
- ☒ One (1) Verified Statement(s) to Establish Small Entity Status Under 37 C.F.R. 1.9 and 1.27.
- ☐ Other:

CLAIMS AS FILED

| For | #Filed | #Allowed | #Extra | Rate | Fee |
|--|--------|----------|--------|-----------|----------|
| total Claims | 33 | - 20 = | 13 | x \$11.00 | \$143.00 |
| dep. Claims | 2 | - 3 = | 0 | x \$40.00 | \$0.00 |
| Multiple Dependent Claims (check if applicable) <input type="checkbox"/> | | | | | \$0.00 |
| BASIC FEE | | | | | \$395.00 |
| TOTAL FILING FEE | | | | | \$538.00 |

- ☒ A check in the amount of **\$538.00** to cover the filing fee is enclosed.
- ☐ The Commissioner is hereby authorized to charge and credit Deposit Account No. _____ as described below. A duplicate copy of this sheet is enclosed.
 - ☐ Charge the amount of _____ as filing fee.
 - ☐ Credit any overpayment.
 - ☐ Charge any additional filing fees required under 37 C.F.R. 1.16 and 1.17.
 - ☐ Charge the issue fee set in 37 C.F.R. 1.18 at the mailing of the Notice of Allowance, pursuant to 37 C.F.R. 1.311(b).

Dated: **10/9/99**

Susan Borden Evans
Signature

SUSAN BORDEN EVANS
REG. NO. 28,712
215-972-8001

cc: **Prillerman**

**VERIFIED STATEMENT (DECLARATION) CLAIMING SMALL ENTITY
STATUS (37 CFR 1.9(f) AND 1.27 (b)) - INDEPENDENT INVENTOR**

Docket No.
IP-354A

Serial No.

Filing Date

Patent No.

Issue Date

Applicant/ **KATHLEEN O. JOHNSON PRILLERMAN**
Patentee:

Invention:

CARD GAMES

As a below named inventor, I hereby declare that I qualify as an independent inventor as defined in 37 CFR 1.9(c) for purposes of paying reduced fees under section 41(a) and (b) of Title 35, United States Code, to the Patent and Trademark Office with regard to the invention entitled above and described in:

- ☒ the specification to be filed herewith.
☐ the application identified above.
☐ the patent identified above.

I have not assigned, granted, conveyed or licensed and am under no obligation under contract or law to assign, grant, convey or license, any rights in the invention to any person who could not be classified as an independent inventor under 37 CFR 1.9(c) if that person had made the invention, or to any concern which would not qualify as a small business concern under 37 CFR 1.9(d) or a nonprofit organization under 37 CFR 1.9(e).

Each person, concern or organization to which I have assigned, granted, conveyed, or licensed or am under an obligation under contract or law to assign, grant, convey, or license any rights in the invention is listed below:

- ☒ No such person, concern or organization exists.
☐ Each such person, concern or organization is listed below.

*NOTE: Separate verified statements are required from each named person, concern or organization having rights to the invention averring to their status as small entities (37 CFR 1.27)

FULL NAME N/A

ADDRESS _____

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME _____

ADDRESS _____

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME _____

ADDRESS _____

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME _____

ADDRESS _____

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

I acknowledge the duty to file, in this application or patent, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the earliest of the issue fee or any maintenance fee due after the date on which status as a small entity is no longer appropriate. (37 CFR 1.28(b))

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this verified statement is directed.

NAME OF INVENTOR KATHLEEN O. JOHNSON PRILLERMANSIGNATURE OF INVENTOR Kathleen O. Johnson Prillerman DATE: 7/8/99

NAME OF INVENTOR _____

SIGNATURE OF INVENTOR _____

DATE: _____

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DATE: _____

TITLE

CARD GAMES

5

BACKGROUND

The present invention relates to geography, history and health related card games and playing cards, particularly as used for educational purposes as it relates specifically to Oceans, Great Lakes, Continents, States and State Capitals, African
10 American Inventors and Inventions, Truth Fact Match , African Nations and Capitals, and Wellness Match.

This game, which is equally enjoyed by adults and children, provides not only entertainment but also provides an opportunity to educate participants particularly
15 young people using intellectual stimuli and gamesmanship. It takes subject matter (geography, history and health) that may be considered boring or tedious and makes it fun and exciting.

A preliminary search by the inventor failed to disclose the card games of the
20 present invention.

The following is a listing of the patents discovered during the aforementioned search:

| PATENT No. | PATENTEE | DATE |
|----------------|------------------|---------|
| U.S. 5,632,488 | Sturm et al. | 5/27/97 |
| U.S. 5,405,140 | Terlinden et al. | 4/11/95 |

| | | |
|----------------|-----------|---------|
| U.S. 5,205,563 | Dearing | 4/27/93 |
| U.S. 5,141,235 | Hernandez | 8/25/92 |
| U.S. 5,123,846 | Lewis | 6/23/92 |
| U.S. 4,824,119 | Matthews | 4/25/89 |

Card games that entertain and educate are known for a variety of subjects as, for example, Political Figures (US 5,632,488) and US Geography (US 5,405,140). Further, a Card game with back spelled names of states is known in the art (US
5 4,824,119).

SUMMARY OF THE INVENTION

The present invention provides card games with game cards depicting oceans,
10 great lakes, continents, states and state capitals, African American inventors and inventions, Truth Fact Match , African Nations and Capitals, and Wellness Match

The game includes game cards which are organized in one or more decks of 90, 93, 100, 106 or 109 game cards. Each deck consists of Game Cards which are further
15 identified as either Playing Cards or Action Cards. Each Playing Card has a color coded border, as well as indicia, both graphic and pictorial, depicting oceans (Atlantic, Pacific, Indian, Antarctica and Arctic) (93 cards); great lakes (Huron, Ontario, Michigan, Erie, Superior) (93 cards); continents (Africa, Antarctica, Asia, Australia, Europe, North America and South America) (90 cards); or States of the United States
20 and Their Capitals (100 cards); Inventors and Inventions (100 cards); Truth Fact Match (92 cards); African Nations and Capitals (106); and Wellness Match (90).

Action Cards are an integral part of the Oceans, Great Lakes and Continents games. They are a part of each deck of Game Cards and the play of the game. Action cards with color coded borders direct a beneficial or a detrimental action to be taken by the player drawing an Action Card.

5

BRIEF DESCRIPTION OF THE DRAWINGS

These as well as other features of the present invention will become more apparent upon reference to the drawings wherein:

10

FIG. 1 is a view of the front and rear faces of a Playing Card and Action Card used in the play of the Oceans aspects of the present game.

15

FIG. 2 is a view of the front and rear faces of a Playing Card and Action used in the play of the Continents aspects of the present game.

20

FIG. 3 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the States and Capitals aspect of the present game.

25

FIG. 4 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African American Inventions and Inventors aspect of the present game.

FIG. 5 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African Nations and Capitals aspect of the present game.

FIG. 6 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of Truth Fact Match aspect of the present game.

FIG. 7 is a view of the front and rear faces of a Playing Card used in the play
5 of the Great Lakes aspects of the present game.

FIG. 8 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the Wellness Match aspects of the present game.

10

DETAILED DESCRIPTION OF THE INVENTION

Referring to the drawings, the present invention will be seen to relate to a card game(s) that provides Game Cards consisting of Playing Cards with a color coded border and Action Cards.

15

Playing Cards depict Oceans (Fig. 1,a,b), Continents (Fig. 2,a,b) or States and States Capitals (Fig. 3,a,b), African American Inventors and Inventions (Fig. 4,a,b), African Nations and Capitals (Fig. 5,a,b), Truth Fact Match (Fig.6,a,b), Great Lakes (Fig. 7,a,b) and a Wellness Match (Fig. 8).

20

Included in the game are Action Cards, for the Oceans, Continents and Great Lakes versions of the Card Games, which have indicia directing a beneficial or a detrimental action to be taken by the player drawing an Action Card with a color coded border during play. Examples of such Action Cards are provided below:

ACTION CARDS

- Pick Three
- Lose Turn
- 5 Extra Turn
- Bonus Pick Five (the five oceans listed on each)
- Bonus (without any ocean listed)
- Joker
- 10 Players Pick One

OPERATION OF THE GAME

The directions for playing the various forms of the games are as follows:

15 OCEANS

Oceans may be played by both adults and children as young as the age of six years with 2-6 players playing at any one time. The object of the game is to be the first player to get rid of all cards in players hand.

20

The play of the game is as follows:

Each player in turn attempts to play one card from player's hand by matching a color coded border, ocean or word on the top of the Pick/Draw pile. The first player to get rid of all their cards wins.

25

The deck contains 93 Playing Cards as follows:

| # of Card | Ocean | White | Fuschia | Purple | Brown | Orange |
|-----------|-----------------|-------|---------|--------|-------|--------|
| 10 | Atlantic Ocean | 2 | 2 | 2 | 2 | 2 |
| 10 | Pacific Ocean | 2 | 2 | 2 | 2 | 2 |
| 10 | Indian Ocean | 2 | 2 | 2 | 2 | 2 |
| 10 | Antarctica Ocea | 2 | 2 | 2 | 2 | 2 |
| 10 | Arctic | 2 | 2 | 2 | 2 | 2 |

A color coded border is listed on each of the following Action Cards with the specified instruction.

5

| # | Instruction | Background | White | Fuschia | Purple | Brown | Orange |
|----|------------------|------------|-------|---------|--------|-------|--------|
| 10 | Pick Three | | 2 | 2 | 2 | 2 | 2 |
| 10 | Lose Turn | | 2 | 2 | 2 | 2 | 2 |
| 5 | Extra Turn | | 1 | 1 | 1 | 1 | 1 |
| 5 | Players Pick One | | 1 | 1 | 1 | 1 | 1 |
| 5 | Bonus Pick Five | White | | | | | |
| 5 | Bonus-no listing | White | | | | | |
| 3 | Joker | Black | | | | | |

Every player is dealt five Game Cards with the remaining ones placed face down to form a Pick/Draw pile. The top card of the Pick/Draw Pile is turned over to begin the Discard Pile. The card atop the Pick/Draw Pile is turned over to begin the Discard Pile. For example, if the card is an Orange Pacific Ocean, then the player must throw out any color-coded Pacific Ocean Card, or any orange color coded Action card – Player Pick One, Pick Three, Extra Turn (orange color coded), Lose Turn, or any Bonus, Joker or Bonus Pick Five Action Card. If the player does not have anything to match, he/she may change the Ocean Card with any orange colored Ocean Card, or must pick a card from the Pick/Draw Pile. If he/she can play what is drawn excellent. Play then moves to the next person on the left. Once a player has no cards left the game is over.

Choosing a Dealer:

Every player picks a card. The first person that picks a Joker, Bonus or a Bonus Pick Five Action Card deals. The player to the left of dealer starts play.

5

Starting the Discard Pile:

If an Action Card is the first one turned up from the Pick/Draw Pile, the player proceeds as follows:

Bonus Card Pick Five - It is put back in the deck and another one is chosen.

10 Bonus Card - The player left of the dealer calls out an ocean and then plays.

Joker- The player left of the dealer calls out an ocean and then plays.

Pick Three Card - The player left of the dealer must pick three cards and the next player calls the ocean.

15 Lose Turn Card - The player left of the dealer who has drawn this card loses a turn and the player left to him/her starts the play.

Extra Turn Card - The player left of the dealer gets an extra turn and starts the play.

20 Players Pick One- This player calls an ocean and each player must pick a card and loses a turn. Note: If a player cannot call one ocean the next player may.

What the Action Cards mean:

Pick Three Card - When this card is played, the next person to play must pick three cards and forfeits his/her turn.

25 Lose Turn Card - This player loses a turn and is skipped.

Players Pick One Card-All players, except for the player playing this card must pick one card and forfeits his/her turn.

Extra Turn Card - This player gets an extra turn (two consecutive turns).

Bonus Card - This card can be played on any card. The person playing this card calls any ocean to continue play. Including the ocean being presently played if desired. A Bonus card can be played even if the player has another playable card in his/her hand.

5

Bonus Pick Five Card - This is one of the best and most favorable cards to have. The player gets to call the next ocean played and the next player has to pick five cards and forfeit his/her turn. However, a player can only play this card when said player does not have a card in player's hand that matches the ocean of the card previously played. Thus a player can not have a matching ocean card and play his/her Bonus-Pick Five Card.

10

Joker – This is the greatest card to have, it may be substituted for any card. The player of this card must state the card and color.

15

When an Extra Turn, Lose Turn, Pick Three or Players Pick One Action Card is played the next card played must match the color of this Action Card, or the previous Ocean Card.

20 Going Out:

The first person to rid him/her self of all their cards wins. "Beginning a turn" is defined as either drawing a card from the Pick/Draw Pile or playing a card from player's hand.

25 Reshuffling the pick pile:

If no one is out of cards by the time the Pick/Draw Pile is depleted, the dealer must reshuffle leaving out the last ocean and action card played and play resumes.

Reneging:

- A player may choose not to play a playable card from player's hand. If so, the player must pick a card from the Pick/Draw Pile. If playable, that card can be played,
- 5 but the player may not play a card from player's hand after the draw.

Penalties:

- If a player makes a card suggestion to another player, he/she must pick five cards. If a player plays a Bonus Pick Five card illegally and gets caught, he/she must
- 10 first show his/her hand to the player challenged. If guilty, he/she must pick five cards. If not guilty, the challenger must pick three cards in addition to the five. The challenge can only be made by the person required to pick the five cards.

Rules for Two-Handed Play, Partners and Multi-Table Tournaments::

- 15 1. Playing an Extra Turn card acts accordingly. The player who plays the Extra Turn card may immediately play again.
2. The person playing the Lose Turn card may immediately play another card.
3. When a Players Pick One, Pick Three or Bonus Pick Five card is played and your
- 20 opponent has picked one/three/five cards the play is back to you.

STACKIES

- Stackies is a short hand version of playing the Ocean, Continents and Great Lakes games. In order to interject this form of play into the game it has to be announced prior to the commencement of play and agreed to by all the players. A
- 25 player may discard all of the same type of cards if at his/her turn that card is facing up in the Pick/Draw pile. This type of play is referred to as stacking or Stackies.
- Example: If a Pacific Ocean Card is played, the next player in turn may stack the

play with all of his /her Pacific Ocean cards. This is a means of getting rid of more than one card at a turn. A player may even top the pile with several Players Pick One, Pick Three, Bonus, Bonus Five, Extra Turn, Lose Turn and Joker cards. The next player may stack with the same cards; the next player must pick the same amount of cards.

PILES

Play is made easier by placing the discarded cards into two piles (i.e. Oceans and Action Card piles).

10

CONTINENTS

Continents is played in the same manner as Oceans described above.

The Deck contains 90 Game Cards as follows:

15

PLAYING CARDS

| # | Playing Cards | White | Fuschia | Purple | Brown | Orange | Gray | Black |
|---|---------------|-------|---------|--------|-------|--------|------|-------|
| 7 | AFRICA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | ANTARCTICA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | ASIA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | AUSTRALIA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | EUROPE | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | NORTH AMERICA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | SOUTH AMERICA | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

| # | Action Card | White | Fuschia | Purple | Brown | Orange | Gray | Black |
|---|--|--------|---------|------------|-------|--------|------|-------|
| 7 | Extra Turn | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | Lose Turn | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | Pick Three | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7 | Players Pick One | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | | Border | | Background | | | | |
| 5 | *Bonus | white | | | | | | |
| 5 | *Bonus Pick Five/All Continents listed | white | | | | | | |
| 3 | Jokers | white | | black | | | | |

ACTION CARDS

- 5 7 - PICK THREE
- 7 - LOSE TURN
- *5 - BONUS PICK FIVE (All Of The Continents Listed On Each Card)
- *5 - BONUS (No Continents Listed)
- 7 - EXTRA TURN
- 7 - PLAYERS PICK ONE
- 10 3 - JOKER

GREAT LAKES

Great Lakes is played in the same manner as oceans and continents.

The deck contains 93 cards, and the color code is the same as the Ocean cards.

| # | Great Lakes | White | Fuschia | Purple | Brown | Orange |
|----|-------------|-------|---------|--------|-------|--------|
| 10 | Huron | 2 | 2 | 2 | 2 | 2 |
| 10 | Ontario | 2 | 2 | 2 | 2 | 2 |
| 10 | Michigan | 2 | 2 | 2 | 2 | 2 |
| 10 | Erie | 2 | 2 | 2 | 2 | 2 |
| 10 | Superior | 2 | 2 | 2 | 2 | 2 |

| # | Action Cards | White | Fuschia | Purple | Brown | Orange |
|----|------------------|-------|---------|--------|-------|--------|
| 5 | Extra Turn | 1 | 1 | 1 | 1 | 1 |
| 10 | Lose Turn | 2 | 2 | 2 | 2 | 2 |
| 10 | Pick Three | 2 | 2 | 2 | 2 | 2 |
| 5 | Players Pick One | 1 | 1 | 1 | 1 | 1 |

| | Action Cards | Background |
|---|-----------------------------|------------|
| 5 | *Bonus | white |
| 5 | *Bonus Pick Five/Five Lakes | white |
| 3 | Jokers (picture of a joker) | black |

5

STATES AND CAPITALS

The deck contains 100 game cards as follows:

- 50 Playing Cards with the name of each state listed (capitals listed on the bottom in fine print)
- 10 50 Playing Cards with the state capitals listed (states listed on the bottom in fine print)

States and Capitals may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

5

The play of the game is as follows: The states and capitals are selected from the following:

| <u>STATES</u> | <u>CAPITALS</u> |
|--------------------|---------------------|
| Alabama | Montgomery |
| Alaska | Juneau |
| Arizona | Phoenix |
| Arkansas | Little Rock |
| California | Sacramento |
| Colorado | Denver |
| Connecticut | Hartford |
| Delaware | Dover |
| Florida | Tallahassee |
| Georgia | Atlanta |
| Hawaii | Honolulu |
| Idaho | Boise |
| Illinois | Springfield |
| Indiana | Indianapolis |
| Iowa | Des Moines |
| Kansas | Topeka |
| Kentucky | Frankfort |
| Louisiana | Baton Rouge |

| | |
|-----------------------|-----------------------|
| Maine | Augusta |
| Maryland | Annapolis |
| Massachusetts | Boston |
| Michigan | Lansing |
| Minnesota | St. Paul |
| Mississippi | Jackson |
| Missouri | Jefferson City |
| Montana | Helena |
| Nebraska | Lincoln |
| Nevada | Carson City |
| New Hampshire | Concord |
| New Jersey | Trenton |
| New Mexico | Santa Fe |
| New York | Albany |
| North Carolina | Raleigh |
| North Dakota | Bismarck |
| Ohio | Columbus |
| Oklahoma | Oklahoma City |
| Oregon | Salem |
| Pennsylvania | Harrisburg |
| Rhode Island | Providence |
| South Carolina | Columbia |
| South Dakota | Pierre |
| Tennessee | Nashville |
| Texas | Austin |
| Utah | Salt Lake City |

| | |
|----------------------|-------------------|
| Vermont | Montpelier |
| Virginia | Richmond |
| Washington | Olympia |
| West Virginia | Charleston |
| Wisconsin | Madison |
| Wyoming | Cheyenne |

- 5 Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the state and capitals. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the player, during his/her turn, must announce the state and capital while discarding the matched cards. The matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

TRUTH FACT MATCH

10

The deck contains 92 game cards with the words TRUTH FACT MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

15

46 Playing Cards with a name or a fact about African history imprinted in center of card in bold print (matching facts listed on the bottom in fine print)

46 Playing Cards with a matching fact imprinted in center of card in bold print (a name or a fact about African history listed on the bottom in fine print)

20

TRUTH FACT MATCH may be played by both adults and children as young as the age of six years with 2-6 players. The object of the game is to be the first player to get rid of all cards in players hand.

The play of the game is as follows:

- Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the a name or a fact about African history. Players throw
- 5 out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

The name or historical fact about African history is selected from the following:

10

| <u>NAME/FACT</u> | <u>MATCHING FACT</u> | <u>MATCHING FACT</u> |
|------------------|--|-------------------------------|
| Africa | Cradle Of Civilization | Second Largest Continent |
| Imhotep | Created The Step Pyramids | The Father of Medicine |
| Hieroglyphics | Egyptian Writings That Used Pictures | Communication |
| Ankh | The Symbol of Life | |
| God | Amon-Ra (One Creator) | |
| Religion | Began In Africa | /Africans Believed In One God |
| Kings/Pharaohs | Ramses, Tutankhamon, Akhenaten, Thutmose III | |
| Queens | N'Zinga, Hatshepsut, Nefertiti | |
| Great Empires | Ghana, Mali, Soghai, Kush, | |
| Maat | Comprehensive Code of Laws/ Principles; Commandments | |
| Griot | Oral Historians | |
| Timbuktu | A City In Ancient Africa | |

| | | |
|---|---|---|
| | Known For Wealth and Schools | |
| African Communities | Yoruba, Zulu Nubians, Ashanti, Masai, Bantu | |
| Resources | Gold, Diamonds And Many Other Natural Resources | |
| Master Shipbuilders | Africans Built Ships And Sailed o Asia And Europe Before Columbus | |
| Invaders of Africa | Asians, Arabs, Greek, Romans And Northern Europeans | Searching for Resources |
| Goree Island | In West Africa/Off The Coast Of Senegal | Place For Slave Trade |
| Revolted | Africans Rejected Slavery | |
| Joseph Cinque | Led A Revolt Of The Ship, Amistad | Returned To Africa |
| Queen Amina - Of Zaria (1588 - 1589) | The Elder Daughter of Bakwa Turunku | Founded Zazzau Kingdom In 1536 |
| Slave Coast - | Bordering The Bight Of Benin On The Gulf Of Guinea | Slave Exportation from 16th - 19th Century |
| Auset a/k/a Isis | The Wife Of Osris | Mother OF Seth And Horus |
| Ausar a/k/a Osiris | Husband Of Isis | Father of Seth And Horus |
| Heru a/k/a Horus | Son Of Ausar And Aset | Brother Of Setyphon |
| Setyphon a/k/a-Seth | Son of Ausar And Aset | Brother of Heru |
| God Concepts | Ausar And Aset | |
| African | Ancestors To All Mankind- | |
| Khufu | King of the 4th Dynasty | Largest Pyramid Builder in |

| | | |
|---------------------------------|--|---|
| | | Egypt |
| Hatshepsut | Reigned As A King During 18th Dynasty | |
| King Tutankhamon - Dynasty - | Buried In The First Tomb Discovered Undisturbed A Succession Of Rulers From The Same Family Or Ancestral Lineage | 18th Dynasty/Known As The Boy King |
| Ramses II Pharaoh | Ruled from 1279 - 1212 BC King | The Last Of Ancient Egypt's Great Pharaohs |
| Mummification | Preservation Of A Dead Person's Body | |
| Nandi - | Queen of Zululand (1778 - 1826 AD) | |
| Ancestral Worship | Priest & Priestesses Would Meditate In Order To Communicate With The Deceased To Receive Guidance And Blessings | |
| Caduceus - | The Symbol Of The Medical Profession (A Winged Staff entwined By Two Serpents) | This Insignia Was Found On Imhotep's Temples |
| TWA People Alkebu-Lan | Called The Pygmies Indigenous Name Meaning Land of The Spirit People | They Created The Star Of David Africans |

| | | |
|---------------------------------|---|---|
| Africa | Name Given To The Continent By The Greeks | |
| Egyptian Science And Symbols | Designs Given To The Lincoln Memorial, Washington Monument, Obelisk - Vatican In St. Peter | |
| Martial Arts - | Egyptian Warrior Scientist Laid The Foundation For All Martial Arts | |
| Africoid Olmecs | Parent Culture of Ancient America | |
| Sphinx Of Giza - | Hamachis | |
| Ethiopians | Laid the Basis for Religion | |
| Hannibal | An African Man | Conquered Spain And France in 218 BC |

AFRICAN AMERICAN INVENTORS AND INVENTIONS

- 5 The deck contains 100 game cards with the words INVENTORS AND INVENTIONS imprinted in a bold font on the front side and the back side imprinted as follows:

- 10 50 Game Cards, each game card with the name of an African American inventor imprinted in center of the game card in bold print (corresponding invention imprinted on the bottom in fine print)

50 Playing Cards with the name of an invention invented by an African American inventor imprinted in center of card in bold print (the name of the corresponding inventor imprinted on the bottom of the game card in fine print)

5

INVENTORS AND INVENTIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

10 The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match an inventor or an invention. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The

15 first player to discard all cards wins.

The inventor and invention are selected from the following:

| | <u>Inventor</u> | <u>Invention</u> | <u>Date</u> |
|----|--------------------|------------------------------------|------------------|
| 20 | Imhotep | Stethoscope/The father of Medicine | Ancient Egypt |
| | Paul B. Downing | Mailbox | October 27, 1891 |
| | J. L. Love | Pencil Sharpener | Nov. 23, 1897 |
| | J. Standard | Refrigerator | July 14, 1891 |
| 25 | W. A. Martin | Lock | July 23, 1889 |
| | Burrige & Marshman | Typewriter | April 7, 1885 |
| | Granville T. Woods | Telephone Transmitter | December 2, 1884 |

| | | | |
|----|-------------------|--------------------------------|-----------------|
| | Thomas Stewart | Mop | June 11, 1893 |
| | Garrett Morgan | Traffic Light/Gas Mask | Nov. 20, 1923 |
| | | | Oct. 13, 1914 |
| | Lewis Latimer | Carbon Filaments/Electric Bulb | Approx. 1882 |
| 5 | Sarah Boone | Ironing Board | Dec. 30, 1887 |
| | Charles Drew | Blood Plasma Bag | Approx. 1945 |
| | T. Elkin | Chamber Commode | January 8, 1897 |
| | W. B. Purvis | Fountain Pen | Jan 17, 1890 |
| | Lydia D. Newman | Hair Brush | Nov. 15, 1898 |
| 10 | Michael C. Harvey | Lantern | August 19, 1884 |
| | Alexander Miles | Elevator | Oct. 11, 1867 |
| | I. R. Johnson | Bicycle Frame | Oct. 10, 1899 |
| | J. Ricks | Horseshoe | March 30, 1886 |
| | Edmond Berger | Spark Plug | Feb. 2, 1839 |
| 15 | Benjamin Banneker | Almanac | Approx. 1791 |
| | Lawrence P. Ray | Dust Pan | August 3, 1897 |
| | James Robinson | Lunch Pail | Approx. 1887 |
| | S. R. Scratton | Curtain Rod | Nov. 30, 1889 |
| | G. T. Sampson | Clothes Dryer | June 6, 1892 |
| 20 | Joan Clark | Medicine Tray | April 1, 1986 |
| | M. A. Cherry | Tricycle | May 8, 1888 |
| | George W. Carver | Peanuts /Sweet potatoes | Approx. 1896 |
| | John W. Reed | Rolling Pen | Approx. 1884 |
| | Brody & Surgwar | Folding Chair | June 11, 1889 |
| 25 | Joseph N. Jackson | Programmable TV Remote | March 28, 1978 |
| | W. H. Richardson | Baby Buggy | June 18, 1899 |
| | F. J. Loudin | Key Chain | January 9, 1894 |

| | | | |
|----|---------------------|----------------------|-------------------|
| | T. A. Carrington | Stove | July 25, 1876 |
| | J. W. Winters | Fire Escape Ladder | May 7, 1878 |
| | J. A. Burr | Lawn Mower | May 19, 1889 |
| | O. Dorsey | Door Knob | Dec. 10, 1878 |
| 5 | J. Thomas White | Lemon Squeezer | December 8, 1896 |
| | Frederick Jones | Thermostat Control | February 23, 1960 |
| | C. O. Baliff | Shampoo Headrest | October 11, 1898 |
| | O. Dorsey | Door Stop | Dec. 10, 1878 |
| | T. J. Marshall | Fire Extinguisher | October 26, 1872 |
| 10 | Al Cralle | Ice Cream Scoop | February 2, 1897 |
| | August Jackson | Ice Cream | Approx. 1832 |
| | Joseph Dickinson | Record Arm Player | January 8, 1918 |
| | Madame C. J. Walker | Hair Products | Approx. 1905 |
| | Ruane Jeter | Digital Toaster | April 14, 1987 |
| 15 | Richard B. Spikes | Automatic Gear Shift | February 6, 1932 |
| | W. D. Davis | Riding Saddle | October 6, 1896 |
| | Willie Johnson | Egg Beater | February 5, 1884 |

AFRICAN COUNTRIES AND CAPITALS

20

The deck contains 106 game cards with the words AFRICAN NATIONS AND CAPITALS imprinted in a bold font on the front side and the back side imprinted as follows:

25

53 Playing Cards with the name of an African Nation imprinted in center of card in bold print (a corresponding capital listed on the bottom in fine print)

53 Playing Cards with the name of an African Nation's capital imprinted in center of card in bold print (the name of an African Nation listed on the bottom in fine print)

- 5 AFRICAN NATIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

The play of the game is as follows:

- 10 Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the African Nation and Capital. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

- 15 The name African Nations and Capitals are selected from the group consisting of the following:

| | | |
|----|---------------|----------------|
| 20 | <u>NATION</u> | <u>CAPITAL</u> |
| | Algeria | Algiers |
| | Angola | Luanda |
| | Benin | Porto Novo |
| | Botswana | Gaborone |
| 25 | Burkina Faso | Ouagadougou |
| | Burundi | Bujumbura |
| | Cameroon | Yaounde |

| | | |
|----|---------------------|--------------|
| | Cape Verde | Praia |
| | Central Afr. Repub. | Bangui |
| | Chad | N'djamena |
| | Comoros | Moroni |
| 5 | Congo | Brazzaville |
| | Cote D'Ivoire | Abidjan |
| | Djibouti | Djibouti |
| | Egypt | Cairo |
| | Equatorial Guinea | Malabo |
| 10 | Eritrea | Asmara |
| | Ethiopia | Addis Ababa |
| | Gabon | Libreville |
| | Gambia | Banjul |
| | Ghana | Accra |
| 15 | Guinea | Conakry |
| | Guinea-Bissau | Bissau |
| | Kenya | Nairobi |
| | Lesotho | Maseru |
| | Liberia | Monrovia |
| 20 | Libya | Tripoli |
| | Madagascar | Antananarivo |
| | Malawi | Lilongue |
| | Mali | Bamako |
| | Mauritania | Nouakchott |
| 25 | Mauritius | Port Louis |
| | Morocco | Rabat |
| | Mozambique | Maputo |

| | | |
|----|---------------------|---------------|
| | Namibia | Windhoek |
| | Niger | Niamey |
| | Nigeria | Abuja |
| | Rwanda | Kigali |
| 5 | Sao Tome & Principe | Sao Tome |
| | Senegal | Dakar |
| | Seychelles | Victoria |
| | Sierra Leone | Freetown |
| | Somalia | Mogadishu |
| 10 | South Africa | Pretoria |
| | Sudan | Khartoum |
| | Swaziland | Mbane |
| | Tanzania | Dar-es-Salaam |
| | Togo | Lome |
| 15 | Tunisia | Tunis |
| | Uganda | Kampala |
| | Zaire | Kinshasa |
| | Zambia | Lusaka |
| | Zimbabwe | Harare |

20

WELLNESS MATCH

The deck contains 90 game cards with the words WELLNESS MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

- 45 Playing Cards with the name of a Wellness Match Term imprinted in center of card in bold print (a corresponding wellness match fact listed on the bottom in fine Print)

45 Playing cards with the name of a Wellness Match Fact imprinted in center of card in bold print (a corresponding wellness match term listed on the bottom in fine print)

- 5 WELLNESS MATCH may be played by both adults and children as young as the age of nine years with 2-6 players. The object of the game is to be the first player to get rid of all cards in player's hand.

The play of the game is as follows:

- 10 Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the Wellness Term of Fact. Players throw out card after picking a card if they don't need it (One card from the draw pile or their hand). Once a match is obtained, the matches are stated and discarded, until all cards are discarded. The first player to discard all cards wins.

15

Wellness Match Terms and Facts are selected from the group consisting of the following:

WELLNESS MATCH – Ages 9 – Adult

- 20 1. Herbs Help The Body To Heal Itself/Medicine Removes The Symptoms.
2. Muscles, Stamina, And Energy Are Built By Exercise.
3. Good Health Is Natural And Simple.
4. Causes Of Disease: Toxicity, Timing And Thoughts.
5. Healing Starts From The Internal(Inside) To External (Out).
- 25 6. A Cold Is A Sign That The Body Is Detoxifying Itself.
7. Healing – In We Go To Mend, Out We Come Healthy Again.

8. Pure Water – Drink 1-Oz Of Pure Water/To Every 2lbs. Of Body Weight. (Divide Your Weight By 2) or 1 gallon if possible.
9. Protein – Nutritional Need is 20-50 Grams or Less Per Day 3-4 times per week.
10. A Weakened Immune System Is A Welcome Sign For Germs And Diseases.
- 5 11. Phony Foods Are Processed/Refined Foods That Inhibit Health/Whole Foods
=Natural And Raw.
12. Negative Thoughts/Energy Generate Acid-Acid Generator.
13. Toxins Are Produced From High Protein Foods Such As Meat, Dairy And Grains.
14. New Start = Nutrition, Exercise, Water, Sunshine, Temperance, Air(Fresh), Rest
10 And Trust In The Divine.
15. Fruits And Vegetables Are Alkaline Producers.
16. Meat, Poultry, Fish, Seeds, Nuts And Grains Are Acid Producers.
17. Alkaline Balances Acid.
18. Food Pyramid Servings: Fruits – 2, Vegetables – 3-5, Whole Grains 6-11,
15 Protein/Beans/Nut, Seeds And Meat/Alternatives 2-3.
19. Food Pyramid Servings: Dairy/Soy/Rice & Other Fortified Alternatives 2-3, Fats,
Oils, Sweets – Eat Sparingly.
20. Herbivores Eat Only Plants, Carnivores Eat Meat And Fish.
21. Charkras The Seven Centers Of Spiritual Energy In The Human
20 Body=Sanskrit/Hindi.
22. Love=Unconditional=Love For Creator, Self, And Others.
23. Wellness=Positive Thoughts, Good Nutrition, Exercise, Rest Fresh Air, Pure
Water And Proper Elimination.
24. Shoo Negative Thoughts Away, Invite Positive Thoughts.
- 25 25. Balance In Relationships-Forgiveness And Reconciliation.
26. Whirm=Warmth, Honesty, Integrity, Responsibility, Mutuality.
27. Smiles And Proper Attitude Per Day Keep The Doctor Away.

28. pH-Potential Of Hydrogen – Measure The Relative Acidity Or Alkalinity Of A Solution Also How Healthy You Are.
29. pH Measure – 0.00 To 14.00 – 7.00 Is Neutral.
30. Acid Scale – 0-6.
- 5 31. Alkaline Scale – 8.00-14.
32. 3 Sources Of Acid - Fruits, Cellular Activity And Acid-Producing Foods.
33. Body Fluids Are Measured By pH.
34. How Do We Nourish Our Cells? The Food We Eat Nourishes Our Cells.
35. Begin The Day With Exercise And Breakfast.
- 10 36. What Goes In Must Come Out – Proper Bowel/Urine Eliminations, Enemas And Colonics.
37. Fasting –To Eat Small Amounts Of Raw Foods Or Abstain From Food.
38. Proper Skin Cleansing: Brushing, Baths, Saunas And Sweat Lodges.
39. Aromatherapy – The Essential Use Of Oils, Fragrances, Substances, Lotions And
- 15 Inhalants In An Effort To Affect Mood And Promote Health.
40. Pampering – Is A Unique Distinction Of Restoring The Inner Self; It Transforms Your Mind, Body, Spirit And Infuses Your Life With More Joy.
41. Massage – Rubbing Or Kneading Parts Of The Body To Aid Circulation Or Relax The Muscles.
- 20 42. Reflexology – The Application Of Finger Pressure, Especially To The Feet Using A Massage Method That Relieves Nervous Tension.
43. Health Is Wealth – Live The Best Life Possible.
44. Know Thyself – Oneness (Spiritual Connectedness) With The Creator.
45. Proper Cooking/Eating Utensils – Stainless Steel, Glass, Cast Iron.

All of the games may optionally be played in conjunction with a game board. The game board will have spaces for the draw pile, discard pile and an area for the card in play.

Changes and modifications in the specifically described embodiments can be
5 carried out without departing from the scope of the invention.

What is claimed is:

1. An educational card game comprising:
5 a plurality of game cards, each of said cards having a front side and a back side, the front side having subject matter information printed thereon and the back side having corresponding factual information relating to the front side of same card.
2. The card game of Claim 1 wherein the game cards are further identified as
10 playing cards and action cards.
3. The card game of Claim 2 wherein the game cards further include a pictorial representation of the subject matter imprinted on the front side and optionally on the back side.
4. The card game of Claim 1 wherein there are 100 game cards with the words
15 STATES & CAPITALS imprinted on the front side.
5. The card game of Claim 4 wherein 50 of the game cards are imprinted on the back side with a name of a state capital in center of card in bold print and in lower right hand corner a name of a corresponding state and 50 game cards are imprinted on the back side thereof with the name of a state capital in center of
20 card in bold print and in a lower right hand corner a name of a corresponding state.
6. The card game of Claim 5 wherein the front side of the game card further includes a pictorial representation of a U.S. map outlining the states.
7. The card game of Claim 6 wherein the back side the game card further includes
25 a pictorial representation of an outline of a state with the capital optionally highlighted in said pictorial representation.

8. The card game of Claim 1 wherein there are 100 game cards with the words INVENTORS & INVENTIONS imprinted on the front side.
9. The card game of Claim 8 wherein 50 of the game cards are imprinted on the back side with a name of an inventor in center of card in bold print and in lower right hand corner a name of a corresponding invention and date of invention and 50 game cards are imprinted on the back side thereof with an invention and date of invention in center of card in bold print and in a lower right hand corner a name of a inventor.
10. The card game of Claim 9 wherein the front side of the game card further includes a pictorial representation of an invention.
11. The card game of Claim 10 wherein the back side the game card further includes a pictorial representation of an invention.
12. The card game of Claim 1 wherein there are 92 game cards with the words TRUTH FACT MATCH imprinted on the front side.
13. The card game of Claim 12 wherein 46 of the game cards are imprinted on the back side with a name of a name or fact in center of card in bold print and in lower right hand corner a name of a corresponding matching fact and 46 game cards are imprinted on the back side thereof with a matching fact in center of card in bold print and in a lower right hand corner a name or fact.
14. The card game of Claim 1 wherein there are 106 game cards with the words AFRICAN NATIONS & CAPITALS imprinted on the front side.
15. The card game of Claim 14 wherein 53 of the game cards are imprinted on the back side with a name of an African Nation in center of card in bold print and in lower right hand corner a name of a corresponding Capital and 53 game cards are imprinted on the back side thereof with a Capital in center of card in bold print and in a lower right hand corner a name of a corresponding African Nation.

16. The card game of Claim 15 wherein the front side of the game card further includes a pictorial representation of an African map outlining the nations.
17. The card game of Claim 16 wherein the back side of the game card further includes a pictorial representation of an outline of an African Nation with the capital optionally highlighted in said pictorial representation.
- 5 18. The card game of Claim 3 wherein there are 93 game cards with the word OCEANS imprinted on the front side.
- 10 19. The card game of Claim 18 wherein 50 of the game cards are playing cards with a name of an Ocean imprinted on the back side in bold print and 43 game cards are action cards imprinted on the back side thereof with the a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Players Pick One, Extra Turn, Bonus Pick Five, Bonus and Joker.
- 15 20. The card game of Claim 19 wherein the front side of the game card further includes a pictorial representation of an ocean and color coded border.
- 20 21. The card game of Claim 20 wherein the back side of the game card further includes a pictorial representation of a specific ocean and color coded border.
22. The card game of Claim 3 wherein there are 90 game cards with the word CONTINENTS imprinted on the front side.
23. The card game of Claim 22 wherein 49 of the game cards are playing cards with a name of a Continent imprinted on the back side in bold print and 41 game cards are action cards imprinted on the back side thereof with a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Players Pick One, Extra Turn, Bonus Pick Five, Bonus and Joker.
- 25 24. The card game of Claim 23 wherein the front side of the game card further includes a pictorial representation of a Continent and a color coded border.
25. The card game of Claim 24 wherein the back side of the game card further includes a pictorial representation of a Continent.

26. A method for playing a card game comprising the steps of:
- 5
- a) Dealing five or more game cards, each game card having a front side and a back side, front surface up, to each of 2 or more players, from a deck of shuffled game cards, the front side having subject matter information imprinted thereon and the back side having corresponding factual information relating to the front side of same card;
- 10
- b) Placing the remaining undistributed cards in the deck front side up in a pile designated the Pick/Draw pile with the top card back side up;
- c) Requiring each player, in turn to play one card from the player's hand by matching the factual information on the back side of the game card which is back side up in the Pick/Draw pile, when so making a match discarding the matched card in a discard pile;
- 15
- d) Requiring each player who fails to match the top card in the Pick/Draw pile to pick a card from the top of the Pick/Draw pile, and if player is able to play the card drawn, play moves to the next person;
- e) Repeating the above steps until a player discards said player's final card, whereupon player must state a predetermined word to win;
- 20
- f) Failing to state the predetermined word to win results in the player having to pick one card from the Pick/Draw pile but only if caught by one of the other players; and
- g) Declaring as the winner the player who discards all of player's cards first.
27. A method of playing a card game in accordance with claim 26 wherein the game cards are further identified as playing cards and action cards and the action cards are imprinted on the back side thereof with the a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Extra Turn, Players Pick One, Bonus Pick Five, Bonus and Joker, and when player is dealt
- 25

or draws an action card player must take the beneficial or detrimental action stated on the action card.

28. A method of playing a card game in accordance with claim 27 wherein the game is designated OCEANS and the predetermined word is OCEANS.
- 5 29. A method of playing a card game in accordance with claim 27 wherein the game is designated CONTINENTS and the predetermined word is CONTINENTS.
30. A method of playing a card game in accordance with claim 26 wherein the game is designated WELLNESS MATCH and the predetermined word is FACT imprinted on the card being discarded.
- 10 31. A method of playing a card game in accordance with claim 26 wherein the game is designated GREAT LAKES and the predetermined word is GREAT LAKES imprinted on the card being discarded.
32. A method of playing a card game in accordance with claim 26 wherein the game is designated STATES AND CAPITALS and the predetermined word(s) are the STATE and CAPITAL imprinted on the card being discarded.
- 15 33. A method of playing a card game in accordance with claim 26 wherein the game is designated INVENTIONS AND INVENTORS and the predetermined word is the INVENTION or INVENTOR imprinted on the card being discarded.
34. A method of playing a card game in accordance with claim 26 wherein the game is designated AFRICAN NATIONS AND CAPITALS and the predetermined word is the AFRICAN NATION and CAPITAL imprinted on the card being discarded.
- 20 35. A method of playing a card game in accordance with claim 26 wherein the game is designated TRUTH FACT MATCH and the predetermined word is the FACT imprinted on the card being discarded.
- 25

TITLE

CARD GAMES

ABSTRACT OF THE DISCLOSURE

5 Disclosed herein are card games which utilize a plurality of playing
cards to explore geography, history and health. These card games are particularly
used for educational purposes as it relates specifically to Oceans, Continents, Great
Lakes, States and State Capitals, African American Inventors and Inventions, Truth
Fact Match , and African Nations and Capitals and Wellness Match. These cards
10 provide both graphic and pictorial expression of geographic and historical facts.

FIG. 1

FRONT

BACK (a)

BACK (b)

OCEANS

PACIFIC

ACTION

CONTINENTS

AFRICA

ACTION

FRONT

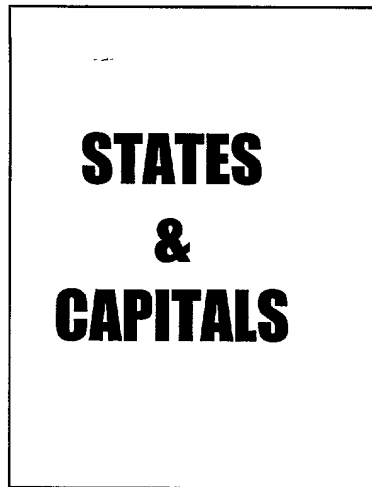
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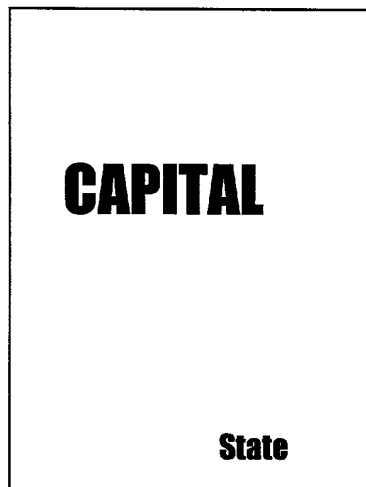
FIG. 2

FIG. 3

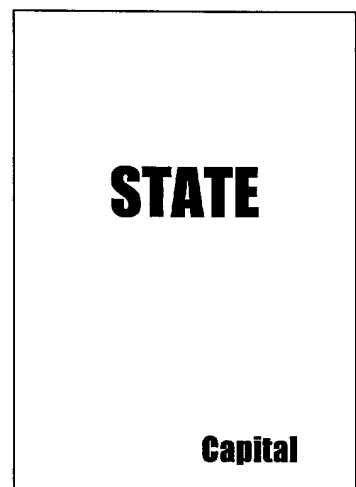
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BACK (a)



BACK (b)



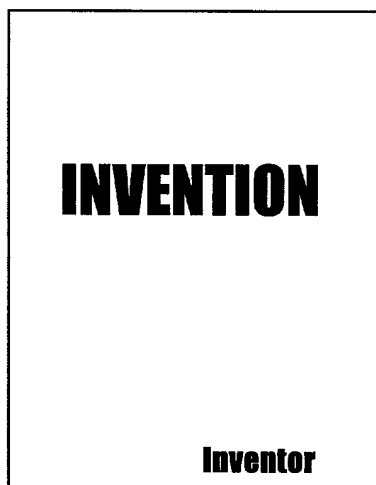
**INVENTIONS
AND
INVENTORS**

FRONT



INVENTION

BACK (a)



INVENTOR

BACK (b)

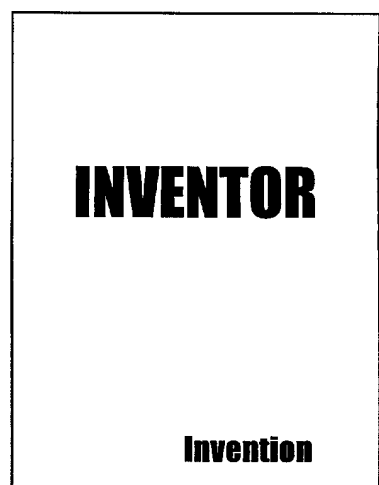


FIG. 4

FIG. 5

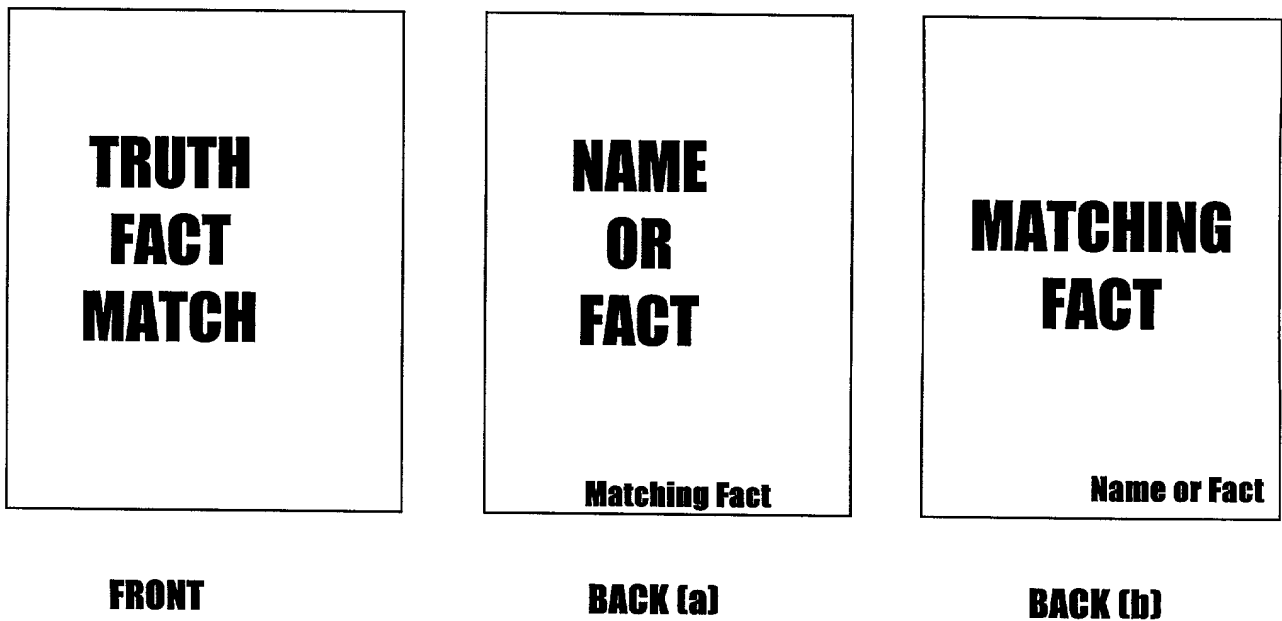
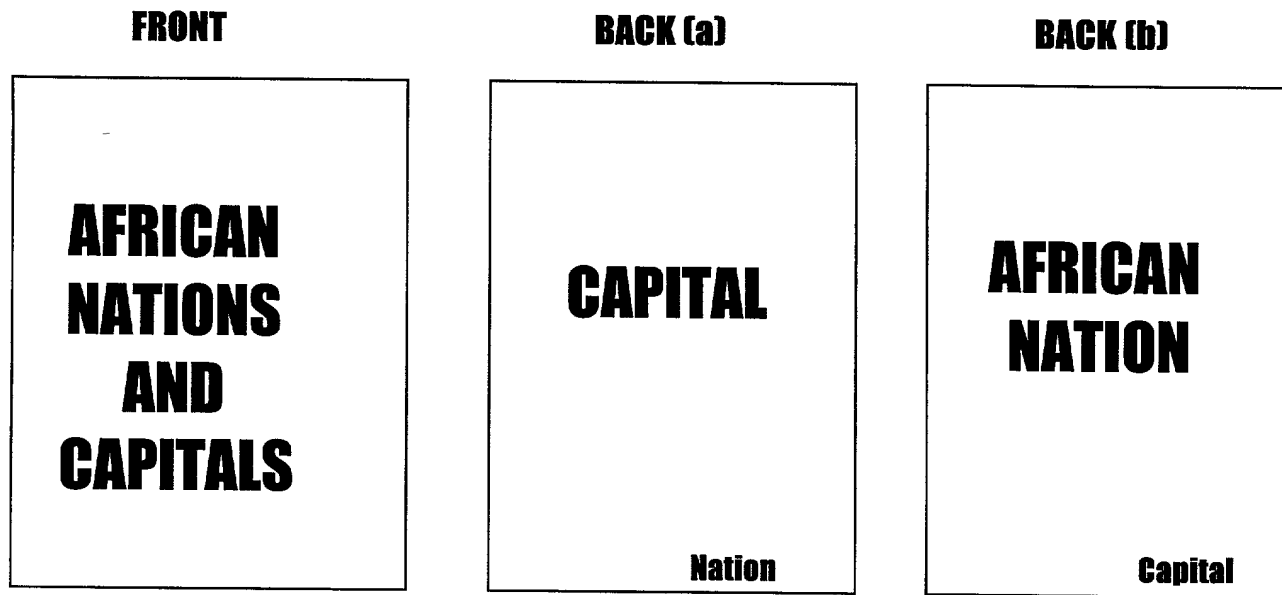
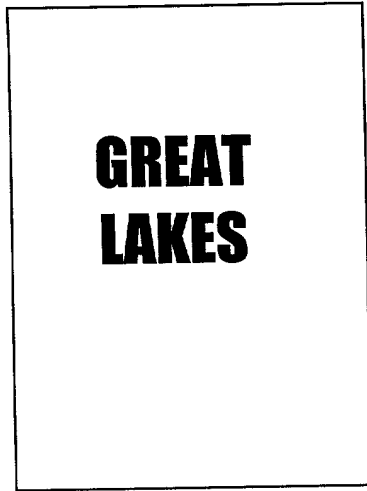


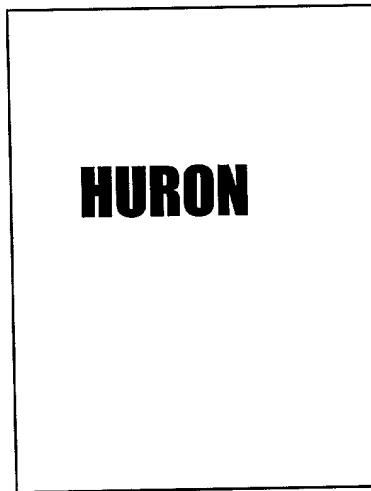
FIG. 6

FIG. 7

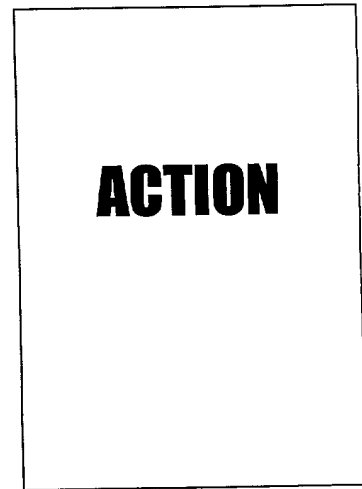
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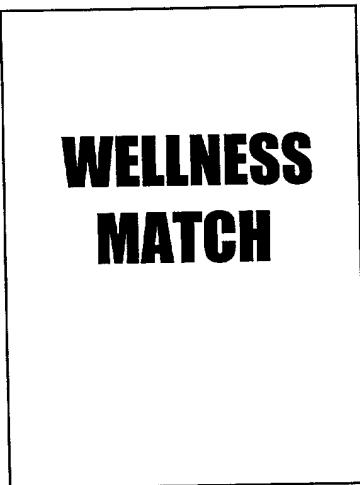
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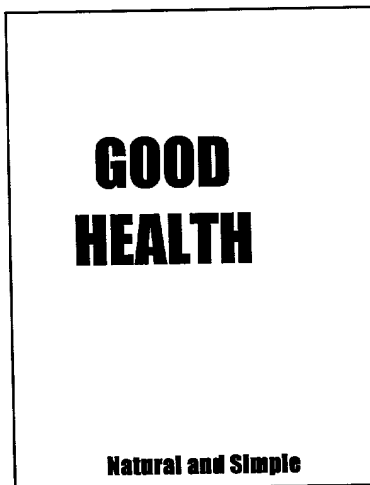
BACK(b)



**WELLNESS
MATCH**



**GOOD
HEALTH**



Natural and Simple

FRONT

BACK

FIG. 8

Docket No.
IP-354A

Declaration and Power of Attorney For Patent Application

English Language Declaration

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

CARD GAMES

the specification of which

(check one)

☒ is attached hereto.

☐ was filed on _____ as United States Application No. or PCT International

Application Number _____

and was amended on _____

(if applicable)

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119(a)-(d) or Section 365(b) of any foreign application(s) for patent or inventor's certificate, or Section 365(a) of any PCT International application which designated at least one country other than the United States, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate or PCT International application having a filing date before that of the application on which priority is claimed.

| Prior Foreign Application(s) | | | Priority Not Claimed |
|------------------------------|-----------|------------------------|--------------------------|
| N/A | | | <input type="checkbox"/> |
| (Number) | (Country) | (Day/Month/Year Filed) | |
| (Number) | (Country) | (Day/Month/Year Filed) | <input type="checkbox"/> |
| (Number) | (Country) | (Day/Month/Year Filed) | <input type="checkbox"/> |

I hereby claim the benefit under 35 U.S.C. Section 119(e) of any United States provisional application(s) listed below:

N/A

(Application Serial No.)

(Filing Date)

(Application Serial No.)

(Filing Date)

(Application Serial No.)

(Filing Date)

I hereby claim the benefit under 35 U. S. C. Section 120 of any United States application(s), or Section 365(c) of any PCT International application designating the United States, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of 35 U.S.C. Section 112. I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, C. F. R., Section 1.56 which became available between the filing date of the prior application and the national or PCT International filing date of this application:

N/A

(Application Serial No.)

(Filing Date)

(Status)
(patented, pending, abandoned)

(Application Serial No.)

(Filing Date)

(Status)
(patented, pending, abandoned)

(Application Serial No.)

(Filing Date)

(Status)
(patented, pending, abandoned)

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith. (list name and registration number)

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PHILADELPHIA, PA 19103
215-972-8001

JC584 U.S. PTO
09/415478
10/09/99

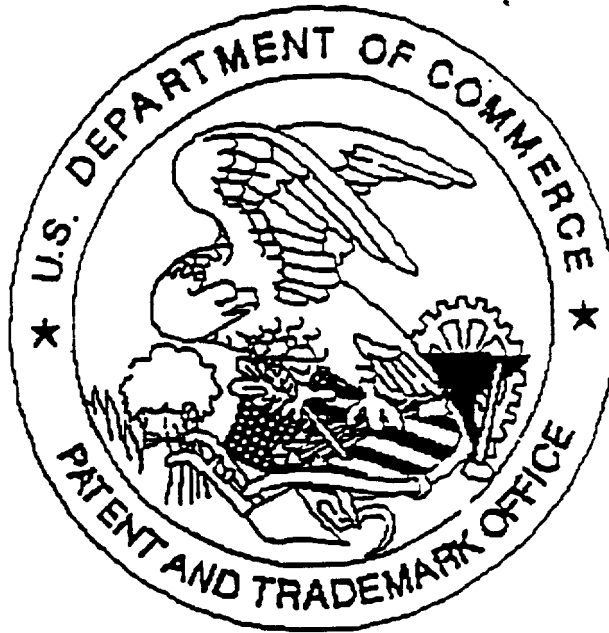
Send Correspondence to:
SUSAN BORDEN EVANS
2043 WALNUT STREET
PHILADELPHIA, PA 19103

Direct Telephone Calls to: (name and telephone number)
SUSAN BORDEN EVANS (215) 972-8001

| | |
|---|------|
| Full name of sole or first inventor KATHLEEN O. JOHNSON PRILLERMAN | |
| Sole or first inventor's <i>Kathleen O. Johnson Prillerman</i> | Date |
| Residence 1341 N. 58th STREET, PHILADELPHIA, PA 19131 | |
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NOT 5*